

## ABSTRACT

A multi-system game controller is capable of operating in different USB (Uniform Serial Bus) modes so that it may be used with different types of host gaming systems. In the described implementation, the game controller operates in a first USB mode with one set of operating parameters when attached to a first host gaming system, and in a second USB mode with another set of operating parameters when attached to a second host gaming system. The game controller is designed to determine to which host gaming system it is being connected, and to switch to the appropriate USB mode based on the determination.